Subject: Resize a model without RenX

Posted by ErroR on Thu, 19 Jun 2008 09:06:19 GMT

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I think it has be asked before but i didn't find in search! So is there any way to rescale a model without RenX (eg: Level Edit) ???

Subject: Re: Resize a model without RenX

Posted by mrãçÄ·z on Thu, 19 Jun 2008 14:52:53 GMT

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Not in LE

Subject: Re: Resize a model without RenX

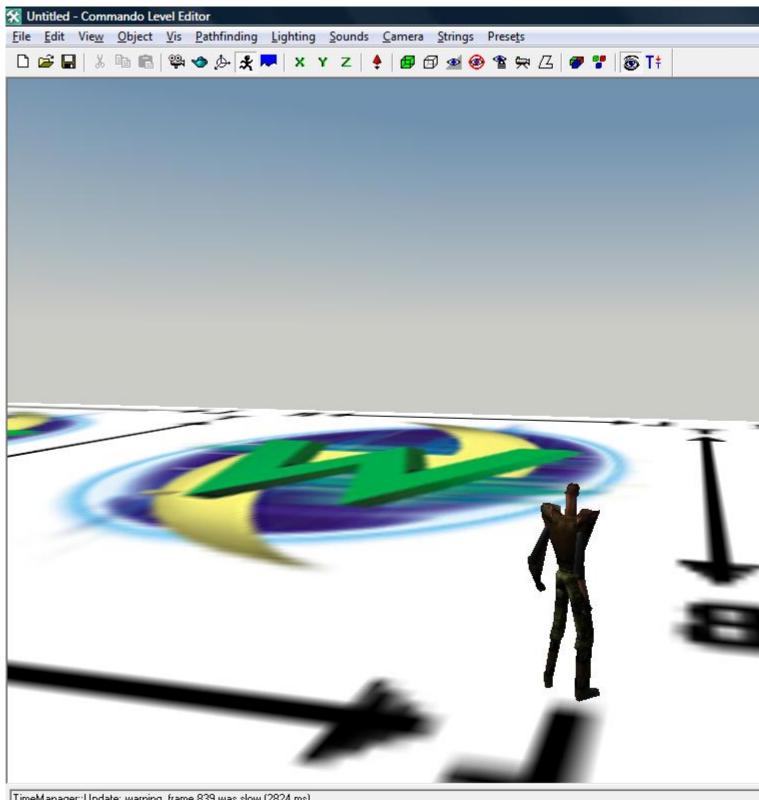
Posted by HeavyX101- Left on Thu, 19 Jun 2008 19:13:52 GMT

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You could resize chars in LE Have a look at what i did here

## File Attachments

1) haha.jpg, downloaded 449 times

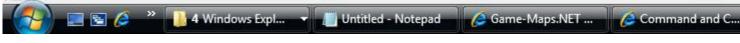


TimeManager::Update: warning, frame 839 was slow (2824 ms)

DirectInput: Init

F:\Projects\Renegade\Code\combat\directinput.cpp (84) Assert: DirectInputLibrary == NULL





Subject: Re: Resize a model without RenX Posted by Veyrdite on Fri, 20 Jun 2008 07:50:03 GMT

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Those bones were resized in RenX/3dsmax Ferk. He probably wants to know how to resize tiles or vehicles.

EDIT: Spider-man-bone

## File Attachments

1) s a human.w3d, downloaded 116 times

Subject: Re: Resize a model without RenX

Posted by ErroR on Fri, 20 Jun 2008 09:49:19 GMT

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actually i want really small harverster like RC

Subject: Re: Resize a model without RenX

Posted by Veyrdite on Fri, 20 Jun 2008 09:58:58 GMT

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ErroR wrote on Fri, 20 June 2008 19:49actually i want really small harverster like RC You may just have to import the harvester w3d file, re-material it, resize it and then finally export the model again.

Subject: Re: Resize a model without RenX

Posted by ErroR on Fri, 20 Jun 2008 11:35:32 GMT

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if u import it it's much trouble all bones die all the model separates in shells O.o

Subject: Re: Resize a model without RenX

Posted by Veyrdite on Fri, 20 Jun 2008 23:31:05 GMT

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ErroR wrote on Fri, 20 June 2008 21:35if u import it it's much trouble all bones die all the model separates in shells O.o

The horrible consequences of the W3D importer.

Subject: Re: Resize a model without RenX

## Posted by ErroR on Tue, 24 Jun 2008 18:20:21 GMT

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ok i found the humvee in gmax format and resized it(very small) i exported it and it looks like needed in w3d viewer but in game it looks like this

how can i fix this: S?

Subject: Re: Resize a model without RenX

Posted by Muad Dib15 on Tue, 24 Jun 2008 21:10:58 GMT

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Remote control Mod ftw.

plz relez wen dun.

Subject: Re: Resize a model without RenX

Posted by ErroR on Wed, 25 Jun 2008 09:11:55 GMT

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Muad Dib15 wrote on Wed, 25 June 2008 00:10Remote control Mod ftw.

plz relez wen dun.

lol thats just an idea

Subject: Re: Resize a model without RenX

Posted by Reaver11 on Wed, 25 Jun 2008 10:13:07 GMT

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What you have to do is this -> Unlink everything from the Origin bone (the rest of the links can be kept intact.)

Then resize the hummer. (worldbox chassis everything except the origin)

After you have resized it re-link everything to the origin bone. And then you should be done ^^

Subject: Re: Resize a model without RenX

Posted by ErroR on Wed, 25 Jun 2008 13:06:57 GMT

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sry i don't really know boning and don't have time right now working on something else so can u please do it for me

resize it to the dimensions of a remote control toy car please. i ttached the original humvee gmax file

## File Attachments

1) v\_gdi\_humvee.gmax, downloaded 115 times

Subject: Re: Resize a model without RenX Posted by ErroR on Sat, 28 Jun 2008 11:23:03 GMT View Forum Message <> Reply to Message

I know how to link and unlink please somebody help and don't point to stupid tutorials WHICH I DON"T UNDERSTAND! please resize it to a rc toy size i get a headache when i try to bone something.